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Assignment - A Simple Text Adventure Game

Name .....

Class .....

Recommended working duration: 2 weeks
Your task is to program a simple text adventure game similar to these three examples:

- City of Gold
- Warehouse Quest
- Your Spirit Animal

Your game needs to contain at least **five scenes** with at least **two choices** in each scene. Example scenes could be rooms, locations, battles, situations, questions, and so on.

More than one choice from different scenes can lead to the same scene.

You must be able to finish the game!

Using colours in your game is encouraged. You could also optionally draw graphics, clear the screen, and use other visual ideas to make your game appealing.

Please see the above two games as examples. There is also some starting template code, and an accompanying video guide that you might find helpful.



Text adventure games were popular in the 1980s and were sometimes referred to as “interactive novels”.

Some of them, like the one above, also featured graphics to enhance the playing experience!

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Marking Rubric

	Exceeding (3)		**Achieved (2)**	**Developing (1)**	**Not Shown (0)**
Organisation of Code	Code is clearly structured with comments and context provided for reader		Comments are included in code	Code uses white space for readability	Code is very difficult to read
	Exceeding (3)	**Achieved (3)**	**Consolidating (2)**	**Developing (1)**	**Not Shown (0)**
Quality of Code	Code incorporates IF statements and loops by utilising labels and goto statements	IF statements are used correctly	Code includes a variety of functions	Code runs without errors	The code does not run
	Exceeding (3)		**Achieved (2)**	**Developing (1)**	**Not Shown (0)**
Creativity	Descriptive language is effective at building excitement / suspense		The game presents an original premise	Game is straight forward	Not shown
	Exceeding (3)		**Achieved (2)**	**Developing (1)**	**Not Shown (0)**
Visual Appeal	Visual elements are used effectively to add excitement to the user experience		Visual elements are successfully incorporated into the game	Visual elements (colour/ASCII) are attempted	The game consists of all plain white text
	Exceeding (3)			**Achieved (2)**	**Not Shown (0)**
Clarity of Instructions	Instructions facilitate a smooth user experience			Game includes menu or key words to direct user	No instructions provided to direct user
	Exceeding (3)		**Achieved (2)**	**Developing (1)**	**Not Shown (0)**
Game Complexity	Game enables user to achieve multiple endings via different paths encouraging multiple play throughs		Game requires interaction from the user to reach a successful conclusion	The game is linear without choices affecting the ending	The game does not run
	Exceeding (3)			**Developing (1)**	**Not Shown (0)**
State Diagram Design	A complete state diagram with all locations and choices is provided.			A state diagram with some missing components is provided.	No state diagram is provided.

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